



FIG. 2

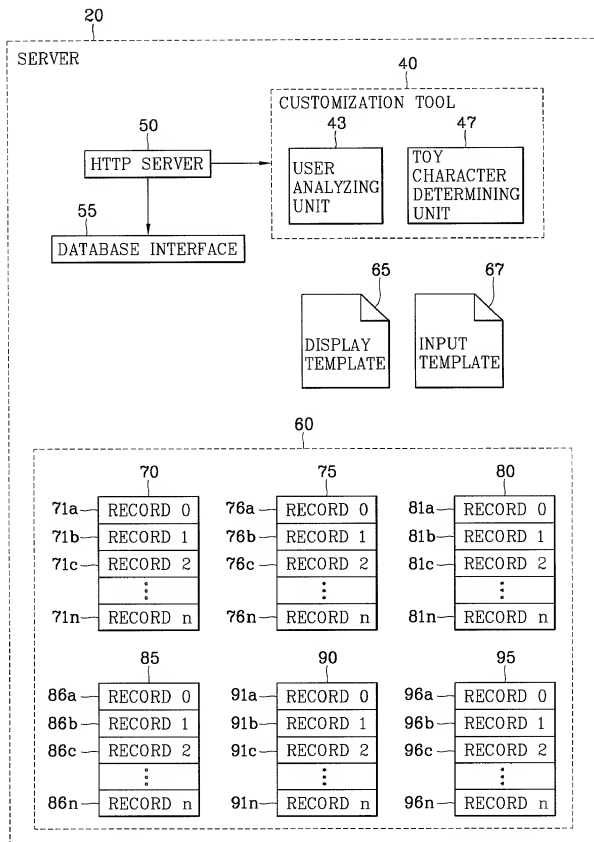


FIG. 3

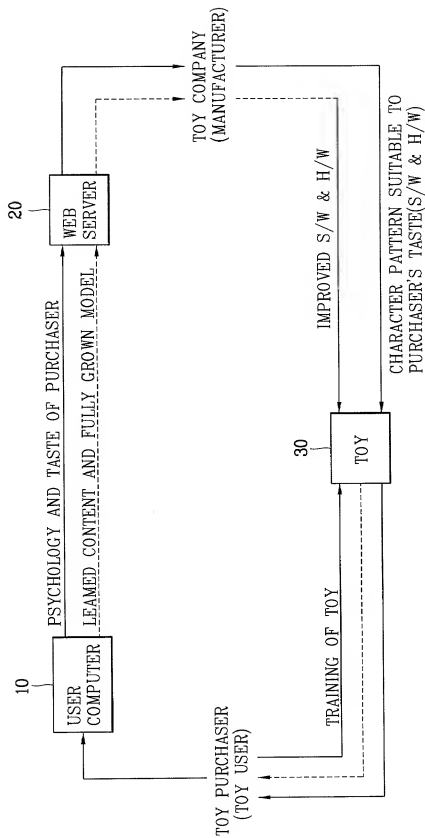


FIG. 4

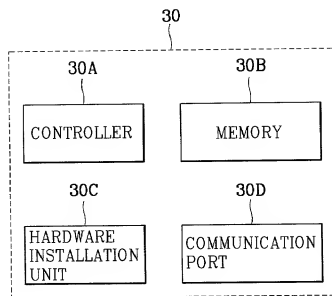


FIG. 5

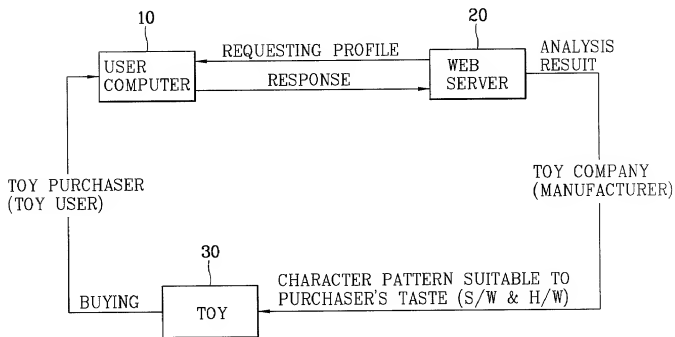


FIG. 6

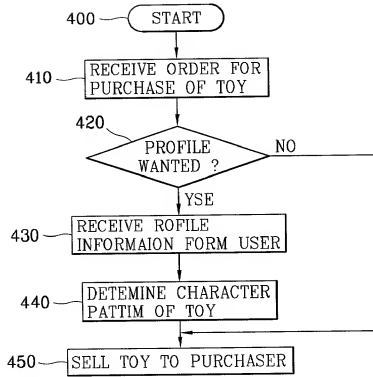


FIG. 7

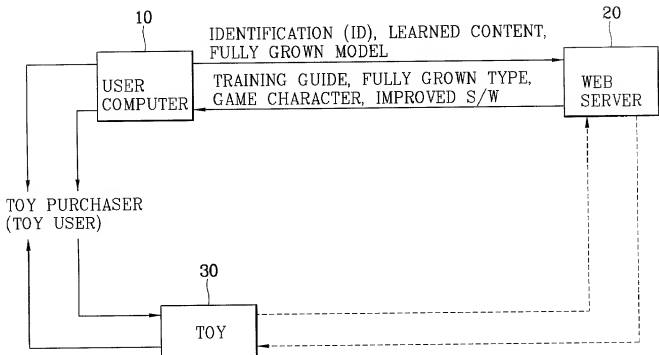


FIG. 8

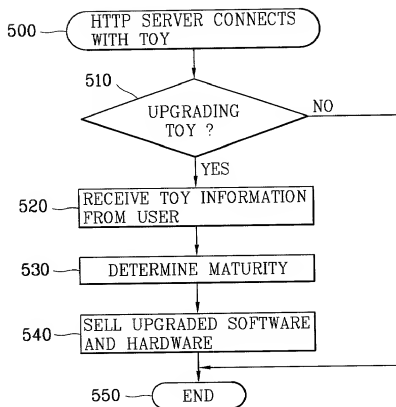


FIG. 9

SEX OF PURCHASER
BLOOD TYPE
DATA OF BIRTH
FAVORITE ANIMAL
FAVORITE FOOD
INQUIRIES FOR TESTING PSYCHOLOGY

FIG. 10

1. WHICH ACTORS AND ACTRESSES OF YOUNGER GENERATIONS DO YOU KNOW OF ?
2. WOULD YOU TAKE A NOVEL MEDICINE, IF ANY ?
3. IF YOU MEETS AN ANIMAL IN MOUNTAIN CLIMBING, WHAT IT WOULD BE ?
4. IF YOU TAKES OUT A BEAD FROM A WRAPPER, WHAT COLOR WOULD IT BE ?
5. IF YOU GOT ONE BILLION WON, WHAT WOULD YOU SPEND THE MONEY ON ?
6. IF YOU DIE TODAY, WHAT THREE THINGS WOULD YOU LIKE TO DO MOST ?

FIG. 11

CHARACTER PATTERN	INTERESTED FIELD OF TOY	SOFTWARE CHARACTERISTICS OF CONTROLLER OF TOY
TALENTED TYPE	CONVERSATION	VOICE RECOGNITION AND SYNTHESIS
ARTISTIC TYPE	MUSIC	MOTION DATABASE FOR DANCE MOTION
SOCIABLE TYPE	CONTACT	UTILIZING SENSOR
ATHLETIC TYPE	MOTION	WALKING MANNER ALGORITHM DATABASE

FIG. 12

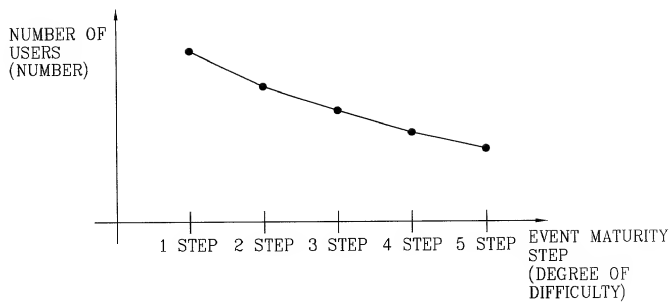
USE TIME	TIME	WEIGHT FUNCTION ACCORDING TO THE FINALLY GROWN MODEL	→ MATURITY
NUMBER OF CHARGING	ACTIVITY		
NUMBER OF REACTION	FAMILIARITY		
LEVEL OF VOICE RECOGNITION	INTELLIGENCE		

FIG. 13

	FIRST STEP	SECOND STEP	THIRD STEP	FOURTH STEP	EVENT PARTICIPATION -STEP
TALENTED	VOICE RECOGNITION	MANAGING SCHEDULE	DYNAMIC CHATTING	SYNCHRONIZATI ON TO GAME	
EDUCATIONAL	MOTION PATTERN	PC PACK	ENGLISH VERSION		
ARTISTIC	PLAYING INSTRUMENT	MP3 REPRODUCTION	DANCE ALGORITHM		DANCE CONTEST
SOCIABLE	HAIR	TODDLING 1	VOICE FILE (ENTERTAINERS)	TODDLING 2	PET CONTEST
ATHELETIC	PACE ALGORITHM	LEG 1	PROGRA NMED PATH BY PC	LEG 2	RACE CONTEST
SECURITY	VOICO RECOGNITION		BATTLE WALKING	WEB CAMERA	
BATTLE	VOICE RECOGNITION	SWORD ARMOR		GUN WING	CYBER BATTLE ROUND
USER	ADOPTING A SOFTWARE DEVELOPED BY A BUFF				



FIG. 14



0855096.051504

FIG. 15

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WEB SERVER				
MANUAL DB	CHARACTER DB	COMPOSITE DB	GROWTH DB	USER GROUP DB
INTRODUCTION OF WEB SERVER, USE GUIDANCE, INTRODUCTION OF EACH DB	FINALLY GROWN MODEL, TALENTED TYPE, SOCIABLE TYPE, BATTLE TYPE, SECURITY TYPE, EDUCATIONAL TYPE	MATURITY CHECKING TABLE, USER COMPARISON TABLE	MATURITY STEP TABLE, SOFTWARE AND SUPPLEMENTARY HARDWARE	BOARD, FA 1 USER SUB-GROUP
75	80	85	90	95